

Textures

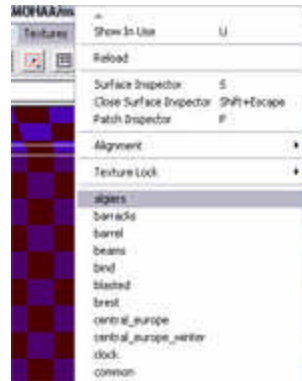
What we are going to do:

In this section, we are going to apply textures to our [Basic Room](#).

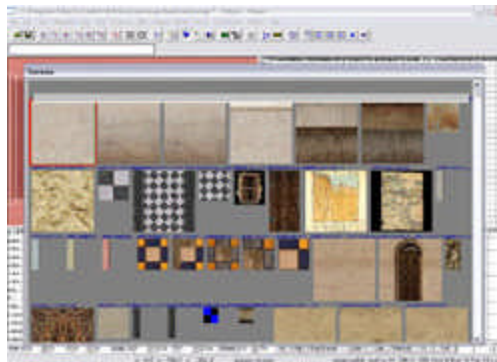
Get Going!

Now we have our room made, but it only consists of 1 texture. No map is fun w/just 1 texture, so let's apply more.

Go up to "Textures" "Algiers".

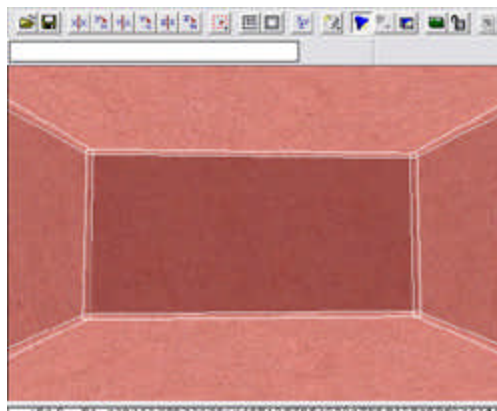


It may take a while to load, but when your mouse is not an hour glass anymore, hit the "T" button on keyboard, this will bring up the textures to use, in the console is where they will be stored.



Now pick any texture you desire, I picked "[afrika_boulder2]" just click on it and it will apply to your room!

Now move the console out of your view, you can move it all the way to the bottom if you want, just you see the title of it "Console", and your room in the 3D view should look like this.



Good job!

Now left click in the top view all this does is let you work in the top view. Now hit the "Esc" key to return to the 3D view.

